

## **EE/CprE/SE 492 BIWEEKLY REPORT 3**

**Start Date – End Date:** 2.5-2.18

**Group number:** 8

**Project title:** VR UI design for engineering

**Client &/Advisor:** Pin & Chu

### **Team Members/Role:**

Yuwen Xia - Team Leader

Xueyuan Chen - Coding team member

Zheng Fang - Coding team member

Hongji Luo - Coding team member

Jiancheng Zhang - Research team member

Ziming Liu - Research team member

### **o Weekly Summary**

According the suggestion from our advisor and client, we have discussed and improved our ideas by details. We were trying to complete our design including the menu and tool belt by coding in unity. however, some challenges and obstacles have been addressed. In the meantime, we are still looking for the parents or ideas that can be used or learned from for our design. The UI resource website from client is very helpful.

### **o Past week accomplishments**

Zheng Fang, Yuwen Xia, Xueyuan Chen, Ziming Liu:

- Try to complete the User Interface in the unity

Jiancheng Zhang, Hongji Luo:

- Made the timeline for next two month.
- Search for the solution for the menus.

### **o Pending issues**

Ziming Liu, Xueyuan Chen:

- The commonly used tools now can be placed into the belt tool. But there are some problems to take them out to reuse.

### **o Individual contributions**

NAME	Individual Contributions	Hours this week	HOURS cumulative
Member Yuwen	VR UI Demo	10	31
Member Xueyuan	VR UI Demo	9	31
Member Zheng	VR UI Demo	10	32
Member Hongji	Patent research	10	30
Member Jiancheng	Patent research	9	29
Member Ziming	VR UI Demo	10	32

### o **Plan for coming week**

Yuwen, Xueyuan, Zheng, Ziming

- Try to solve the tool belt issue and complete the coding.
- Test the User Interface before meeting with client

Jiancheng, Hongji

- Try to consult with the VR center, which is located campus

### o **Summary of weekly advisor meeting**

- Should have the most user interfaced completed by the next meeting.